Nintendo

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KID ICARUS™

INSTRUCTION BOOKLET

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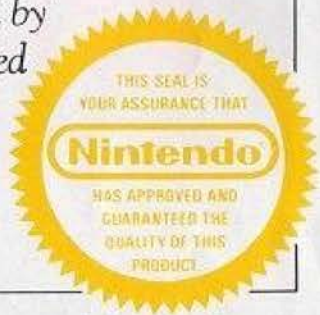

Thank you for selecting the Nintendo Entertainment System® KID ICARUS™ Pak

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

Table of Contents

The Tale of Kid Icarus 3
How to Start Playing Kid Icarus 9
Basic Wisdom 11
A Guide to Angel Land 16
Items That Will Make Pit a Strong Angel 21
Introducing the Inhabitants of Angel Land 31
Questions and Answers 43

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The Tale of Kid Icarus

Let us go back to the distant past to an age when the Gods and Man lived together in harmony. There was once a kingdom called "Angel Land." This kingdom was ruled by two beautiful goddesses, Palutena who

administered light and Medusa who ruled darkness. Palutena lived in the Palace in the Sky and administered light so that man could live in happiness. And bathed in this light man grew food and lived in peace. However, Medusa the goddess of darkness was different. Medusa hated mankind. She took great pleasure in drying up the crops that man took great pains to grow and in turning people into stone statues. In

her anger Palutena changed Medusa into an ugly monster and banished her to the deep, dark Underworld. For being changed into this ugly monster and forced to live in the

Underworld, Medusa promised to take over the Palace in the Sky where Palutena lived. So great was Medusa's anger that she joined forces with the monsters and evil spirits of the Underworld and Medusa'a army soon began to surpass Palutena's army in strength. Soon a war between Palutena and Medusa began. Medusa led a surprise attack on Palutena's army which could barely fend off the attack. Palutena's army suffered major losses

and was heavily defeated in the final battle. What's more, Medusa's army took the Three Sacred Treasures - the Mirror Shield, the Arrow of Light, and the Wings of Pegasus - away from them. Almost all of the warriors in Palutena's army were turned into stone statues and Palutena herself was imprisoned deep in the Palace in the Sky. The peaceful realm of Angel Land came to be inhabited by foul and terrible monsters and was turned into a land of darkness ruled by

the wicked Medusa. Locked in the depths of the Palace in the Sky, Palutena's strength was drained to its last. As a last resort, she sought the help of the angel youth Pit who was being held prisoner locked in a deep dungeon in the Underworld. Pit was a valiant warrior who used to be in charge of Palutena's personal bodyguards. Armed with a bow and arrow brought to him through Palutena's magical strength, Pit attempted an escape

from the Underworld. The guard at this time was low in number as Medusa's army had advanced to the Palace in the Sky. Pit succeeded in his escape and set out on his long adventure to rescue Palutena. Yet to defeat Medusa he had to get the Three Sacred Treasures.

Will Pit be able to restore Palutena's light and return it to Angel Land? Only you can answer that question.

How to Start Playing Kid Icarus

1. Title

2. Start or Continue

- Use the Select button to choose either START or CONTINUE. You can enter either mode with the START button.
- If you choose START, the game begins.
- If you choose CONTINUE, the Password screen appears.

3. Password Screen

- Use the control pad to move the cursor and select letters and numbers.
- Press button A to register the letters or numbers.

- You can move the register position back by pressing button B.
- When you finish the password, push the START button and the game will begin.
- If you make a mistake in selecting the password, when you press the START button, the warning "ERROR! TRY AGAIN" will appear below the password.

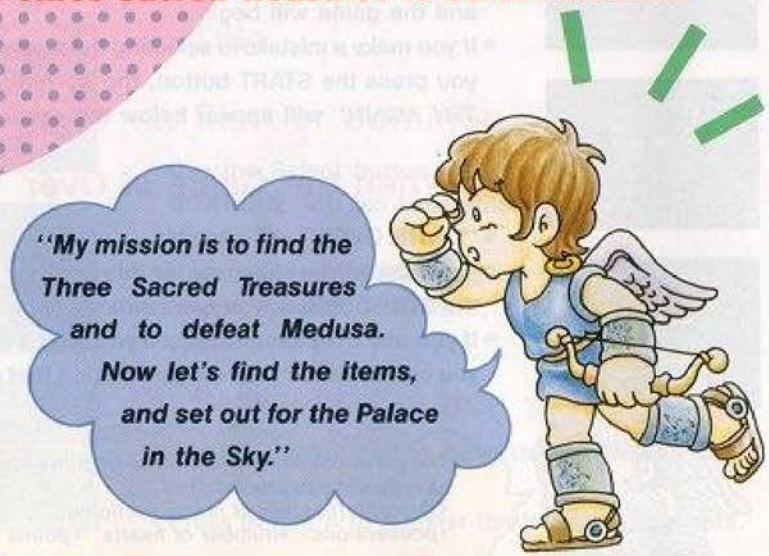
4. When the Game Is Over

- "GAME OVER" will appear.
- The password will appear. At this point, if you press the START button, you can continue your last game.
- If you use the password when you start a new game, you can continue your old game using that password.

The game pak saves these items from the last checkpoint you passed:
•strength (number of meter sections)
•possessions •number of hearts •points

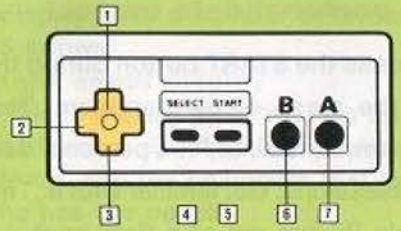
Basic Wisdom

Get the Three Sacred Treasures to defeat Medusa!



Skillfully control Pit!

Take a careful look at the chart below. In stage 4, you can make Pit fly upwards by pressing the top of the control pad. He flies down again when you press the bottom of the control pad. Pit can attack when you press B button and he raises his shield to defend himself when you release the button.



1. Aims arrows upwards. (climbs ladders)
2. Moves Pit left and right.
3. Makes Pit squat and jump down from floors.
4. Select weapons.
5. Switches to menu display (pause).
6. Attacks the enemy.
7. Makes Pit jump.

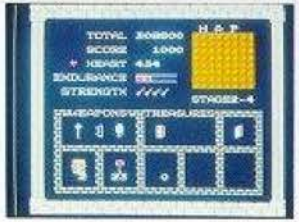
How to read the display

Keep an eye on the display during the game! Pit needs hearts to buy items. The maximum number of hearts is 999. Strength is shown in meter sections which are divided into 7 steps. The number of meter sections increases up to 5.

Number of hearts Pit has

Strength display

Fully understand what Pit's personal data means!



If you press the START button during the game, the menu display appears. This display contains all of Pit's personal data and possessions. Get familiar with it. This may help Pit get out of a tight spot.

Total score

Your score for the stage is added up each time Pit passes a checkpoint or fortress. If you get a high score, your name might get registered in the best 5 in the select display.

Score

Displays the score you get between checkpoints and becomes 0 when the game is over.

Stage display

Displays the number of the stage. Each stage is divided into 4 areas.

Fighting power

The level of damage Pit can inflict on the enemy with each hit is displayed by a number of arrows. The maximum fighting power is 5 arrows.

Check sheet display

This is displayed if Pit picks up the check sheet. Each grid shows a chamber. Pit's present position is displayed if he has the flaming torch, and the chambers that he's passed through are displayed if he has the pencil.

Weapons

Displayed when Pit gets his hands on Fire (Flaming Arrows), Sacred Bow and Protective Crystals. Remember this! Items displayed in gray cannot be used.

The Three Sacred Treasures

You will find a sealed casket each time you defeat the Gatekeepers in stages 1 to 3. When you have all three caskets, the seal is broken and the Arrow of Light, the Mirror Shield and the Wings of Pegasus are displayed.

Water of life (bottle)
Mallet
Angel's wings

These items are displayed when Pit gets his hands on each of them, and the number in the stock is also displayed.

Credit card

This is displayed when Pit gets his hand on the credit card.

Flaming torch

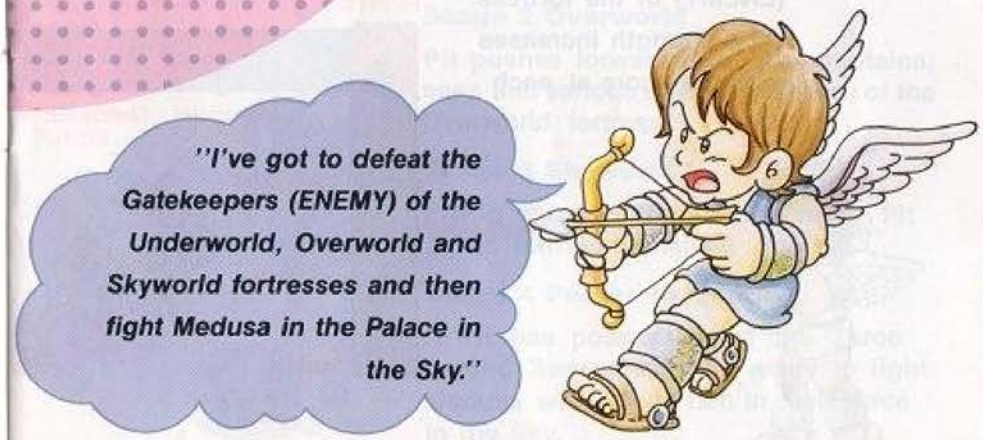
This is displayed when Pit buys a flaming torch. However, this flaming torch loses its magical powers once Pit leaves the fortress.

Pencil

This is displayed when Pit buys a pencil. However, this pencil loses its magical powers once Pit leaves the fortress.

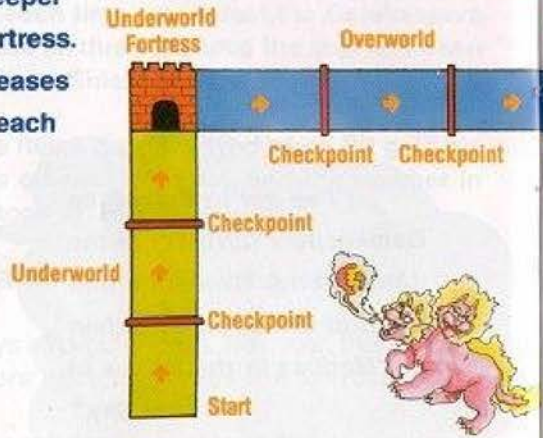
A Guide to Angel Land

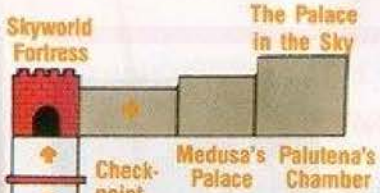
Angel Land is divided into four challenging stages.



Map of Angel Land

Angel Land is divided into four worlds. Worlds 1, 2 and 3 each contain three areas and a fortress. Each world is cleared when Pit defeats the Gatekeeper (ENEMY) of the fortress. Pit's strength increases with the score at each area.





Stage 1 Underworld

Pit's adventure begins with Pit slipping past the Underworld watchman.

Stage 2 Overworld

Pit pushes forward through mountains, seas and various regions in search of the Overworld fortress.

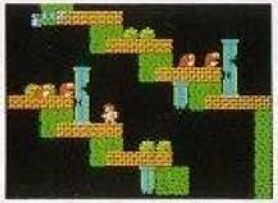
Stage 3 Skyworld

Flying through the cloudy skies Pit fights terrible monsters.

Stage 4 Palace in the Sky

If Pit has possession of the Three Sacred Treasures, he is ready to fight Medusa who awaits him in the Palace in the Sky.

Stage 1 Underworld
Fortress Gatekeeper - Twinbellows

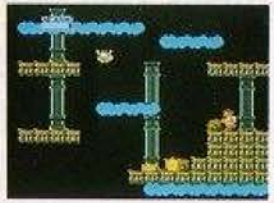


This is the underground world where Pit was held prisoner. It's a natural maze. Go forward carefully! It's full of lava pools and underground glaciers.

Stage 2 Overworld
Fortress Gatekeeper - Hewdraw

Long, long ago this world was inhabited by the people of Angel Land. Now it's a den of creatures. The wide seas, glacier regions and high mountain peaks lead to the fortress that stretches up to the Heavens.

Stage 3 Skyworld
Fortress Gatekeeper - Pandora



The skies are full of monsters. Flying through the air, Pit heads for the Palace in the Sky where Medusa awaits him. Take care not to fall from the clouds.

Defeat the three Fortress Gatekeepers (ENEMY) and get the Three Sacred Treasures.

Pit will find all Three Sacred Treasures if he defeats the Gatekeepers (ENEMY) to the Fortresses in stage 1 to 3. Save Pit's friend with the mallet and join forces to fight each of the Fortress Gatekeepers (ENEMY).

Items That Will Make Pit a More Powerful Angel

Building up Pit's strength is the key to advancement.

"There are 6 types of items (20 of each). They will make me big and strong. You can find them in the seven chambers."

Enter the chambers and collect the items!

Treasure Chambers

These chambers contain 8 pitchers filled with a treasure. Shoot the pitchers with the arrow and the treasure appears. Remember you need 5 hearts to break a pitcher.

- Big hearts
- Mallet
- God of Poverty
- Water of life
- Angel's wings
- Water barrels
- Credit cards and more

Enemy's Lair

In some places, you won't be able to escape unless you completely destroy the enemy. Get as many hearts as possible in this chamber.

Store

This shopkeeper will exchange goods for hearts.

- Water of life
- Mallet
- Pencil
- Flaming torch
- Angel's feathers and more

Black Marketeer

They may be expensive, but you can get your hands on some valuable goods. You can also use the credit card.

- Fire (flaming arrows)
- Protective crystals
- Sacred bow
- Water barrel
- Water of life
- Angel's feathers, and many more

Sacred Chamber

A friendly god will give Pit arrows to increase his fighting power depending on how well Pit has been fighting.

Sacred Training Chamber

In this room, a god will make Pit go through training. When he has completed this training, Pit will receive a weapon. Grin and bear this training. Good luck!

Hot Spring Chamber

A dip in the hot spring will revive Pit's strength.

Use the hospital! Watch out for the Eggplant Wizards' spells. They'll turn you into an eggplant (a fate worse than death). Go to a hospital to find a cure.

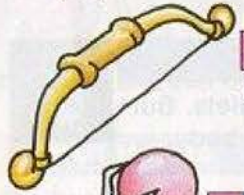
Types of Items that will make Pit big and strong

Weapons

Weapons will give Pit greater fighting and defensive power. But, if Pit has not got much strength, he cannot use the weapons.

Fire (flaming arrows)

Pit's arrows will be set aflame and will hit the enemy on target more times.



Sacred Bow

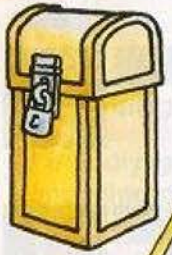
Pit's arrows will travel further and faster.

Protective Crystal

Two crystals will revolve around Pit's body and protect him from the enemy's attacks.

Three Sacred Treasures

The Gatekeepers (ENEMY) at stages 1 to 3 have these. The seal is broken when Pit has all three caskets.

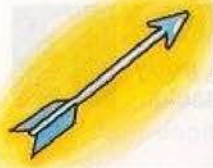


Sealed casket

Caskets containing the Three Sacred Treasures.

Mirror Shield

Repels the enemy's bullets. But is not effective against body charges.



Light Arrows

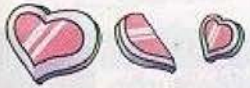
Arrows blast through the enemy like laser beams.

Wings of Pegasus

Allow Pit to fly at stage 4.

Special Items

These have nothing to do with Pit's power. They can be exchanged for other items or can turn the enemy into mallets.



Hearts

These appear when the enemy is defeated and can be used in exchanging for other items.

Half Hearts

Big hearts broken in half.

Big Hearts

Hearts worth 10 small hearts.

Harp

This turns the enemies displayed on the screen into mallets for a short while.

Regular Items

These have nothing to do with Pit's power. They can be exchanged for hearts at the store and allow Pit to get his hands on treasure at the treasure chamber.

Mallet

Pit needs a mallet to rescue his friend Centurian at the fortress. Each mallet has the power of five arrows. One swing of the mallet and the number of mallets in stock decreases by one.

Credit Card

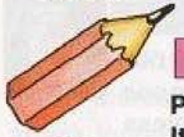
This allows Pit to buy on credit when dealing with the black marketeer. Remember that once Pit buys on credit, he cannot buy on credit again until he has paid back what he owes.

Angel's Feathers

Pit will bounce back up into the screen automatically after he falls off a cloud.

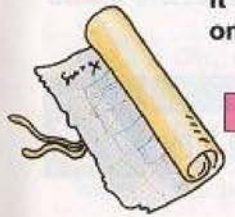
Flaming Torch

Pit's present position in the fortress will be displayed on the check sheet.



Pencil

Pit can find this in the store in the fortress. It marks the chambers Pit has passed through on the check sheet.



Check Sheet

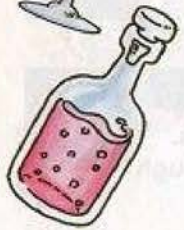
Pit can find this in the fortress. The flaming torch and pencil are of no use without this.

Items that will help Pit get his strength back

Returns Pit's strength lost in battle with the enemy. He can find it in the stores or the treasure chambers.

Water of Life (Chalice)

When he has got it, Pit gets one measure of strength back.



Water of Life (Bottle)

When Pit has this, his strength recovers by one meter section when his strength has gone down to 0. He can only carry one bottle unless he has a water barrel.

Water Barrel

Pit can carry up to 8 water of life bottles if he has this barrel.

Items that give Pit extra fighting power

Arrows given to Pit from a friendly god in the sacred chambers. Pit's fighting power increases by the number of arrows he has been given.

Arrow

Bronze arrow → Silver arrow
→Gold arrow →Sacred arrow

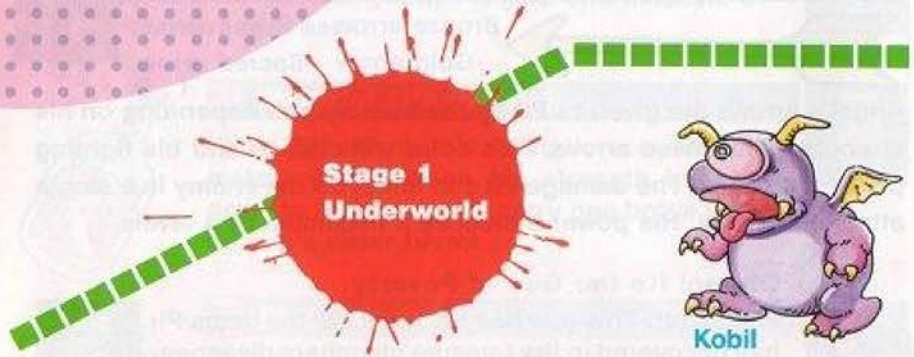
Angel's arrows are given to Pit by the friendly god depending on his strength. With these arrows Pit's color will change and his fighting power increases. The damage Pit can inflict on the enemy in a single attack increases. His power increases a maximum of 4 levels.

Oh, no! Its the God of Poverty

Watch out! This god has a grudge. All the items Pit has uncovered in the treasure chambers disappear when Pit comes across the God of Poverty. Which pitcher is it in?

Introducing the Inhabitants in Angel Land

As Pit proceeds through Angel Land, he'll come up against lots of monsters.



Kobil

The little devils of Angel Land that are hostile towards angels. They cannot fly even though they have wings.

Commyloose

A monster that lives deep in the earth. It has strong jumping power. It has eyes that can see in the dark and does not let those who enter its territory get away.

Mcgoo

A blob of magma that lives in the ground. It's been given the soul of Medusa. It seeps out of the ground at Pit's feet.

Ganewmede

Evolved from a monoeye. It's a floating life form that builds its nest in fortresses. It stands guard over the fortress with its enormous eye. Watch out for its feelers. They are its weapons.

Monoeye

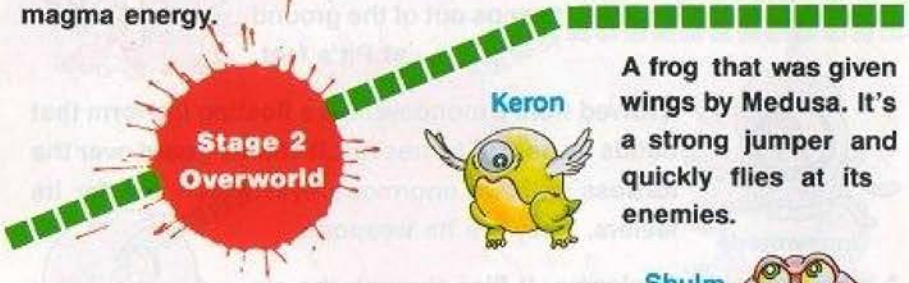
A one-eyed ghostly plasma. It flies through the air past Pit in groups. If one of them touches Pit, then Pit becomes paralyzed and some of his strength is absorbed.

Nettler

A one-eyed slug. It looks stupid, but watch out! It's got sharp reflexes and returns Pit's arrows.

Twinbellows

The Gatekeeper of the Underworld fortress. A devil dog with two heads. Its body is wrapped in fire, and spits out bullets of magma energy.



Keron

A frog that was given wings by Medusa. It's a strong jumper and quickly flies at its enemies.

Shulm

A really gloomy creature that lives in dark, wet places in the fortresses. It gives out really poisonous spores from its body and robs its enemies of lives.

Pluton

A robbing ogre. Watch him! He's crafty. Touch him and he steals one of your possessions. Pit's arrows don't work against him. He's so stingy. He sells what he's stolen to the black marketeer.

Minos

A porcupine monster. It fills its body up with air like a balloon and flies around. Its big eyes can see invaders far off.

Mick

Big brother to monoeye. It flies around and gobbles up every kind of living creature in its enormous mouth. A real pig.

Tamambo

A brass ball. It's been given the soul of Medusa. It flies and gets in Pit's way. It also gets a hold of things and cuts through them with its razor sharp teeth.

Rokman

A rock life form. It falls suddenly out of the blue onto Pit's head. Its body is very hard so Pit will receive a lot of damage if it drops on him.

Girin

A giant ant that lives deep in the ground and lies in wait for Pit. Once it catches things in its big jaws, it never lets them get away.

Snowman

The Abominable Snowman of Angel Land. Its body is made of ice and likes cold places. A proud creature, it hurls ice to protect its territory.

Hewdraw

The Gatekeeper of the Overworld fortress. It suddenly lurches out of the water to attack Pit. Its body is like a smooth snake. It's a powerful enemy and difficult to defeat.

Holer

Holer is the God of Plants, a cactus creature that grows in the cloud garden in the sky. It does not forgive those who enter the garden.

Tros

The fortress guard creature. It attacks with thorns that get shorter and longer. Its metallic body is extremely durable and it is a difficult creature to defeat.

Collin

The warrior who used to fight in Palutena's army. Its spirit was taken away by Medusa. It has no fighting power of its own though EelEyes leaps out of its body.

Octos

An octopus creature that eats on the clouds in the sky to keep alive. Violent and very irritable, it appears suddenly beneath Pit.

A mysterious floating creature. Nobody knows where it came from. One theory has it that it came from a planet other than the Earth. It's a nasty jellyfish monster.

Komayto

Pluton fly

A flying robber. A real baddy who goes around trying to steal Pit's weapons. Pit's arrows are useless against it.

The poisonous worm that lives in Collin's body. In spite of its puny body it has a huge eye and two feathers. Body checks are its special way of attacking.

EelEye

Uranos

The God of the Sky who betrayed Palutena and went over to Medusa's side. Watch out! He has terrible fighting power and a habit of lurking around inside the fortress.

Keepah

A creature evolved from the Kobil. Only one of its type flies around and attacks Pit. It hasn't got that much fighting power.

The Gatekeeper of the Skyworld fortress. A demon god who administers all disasters. Blowing out bubbles it has the power to warp when you least expect it.

Pandora

Stage 4 Palace in the Sky

A snake that lives in Medusa's hair. Tanatos means "death" in Greek. It's really strong and powerful.

Tanatos

Syren

The wicked creature of legend. If Pit is caught unaware by her beautiful female form she'll attack Pit with the steely claws on her feet.

Moila

A flying starfish. It catches its enemies using its four legs and starts eating them. Moilas usually go around in groups.

Totem

A pillar in the Palace in the Sky turned into a monster by Medusa. They fall down from the ceiling and pile up on each other.

Daphne

A flower that blooms in the Palace in the Sky. It has been taken over by an evil spirit. It flaps its leaves to fly and its four petals are tipped with poisonous thorns.

Erinus

The God of Revenge in Greek legend. It will not forgive those who have entered the Palace in the Sky. It is said that no one has seen it and lived to tell the tale.

Zuree

An evil ghost brought in by Medusa to guard the Palace in the Sky. They roam around in groups yet they have little fighting power. Nevertheless, don't let them catch Pit unaware. Make sure that Pit finishes them all off.

All Stages

Monolith

This is Pit's opponent in the Sacred Training Chamber. This is an iron plate that used to be used for training Palutena's warriors. Watch out! It falls down towards Pit.

Eggplant Wizard

An inhabitant of the fortresses. It places a spell on Pit to turn him into an eggplant. In order to break the spell, Pit must go to the fortress hospital.

Lives in the snake pit. An evolved snake monster with wings. Watch out! It's extremely dangerous. In spite of looking small, its fangs are filled with a powerful, nasty poison. It often roams around in groups.

Shemum

Centurian

A warrior in Palutena's army who was turned into a stone statue by Medusa's spell. The spell can be broken by tapping the statue with a mallet. He's a friend who'll help Pit defeat the fortress Gatekeepers.

The big, evil gatekeeper who has occupied

hates brightly lit places. However, it'll jump out real fast once it's spotted Pit.

Specknose

Reaper & Reapette

Entrusted by Medusa as a lookout. It waves its sickle around when it's spotted Pit and starts chasing him. It calls Reapette by telepathy.

Palutena

Red into an ugly monster by Palutena, she does all she can to be evil and nasty.

Med

The Goddess of Light. She used to be the highest the gods in Angel Land, but is now held prisoner Medusa. The source of her power, the Three Sac Treasures, were stolen away from her by Medusa.

"Questions and Answers"

Q. What should I do to get extra strength (to increase my maximum ENDURANCE)?

A. *You get stronger at each checkpoint you pass through if your score exceeds a certain level. In other words, you must get a high score.*

Q. Oh, heavenly one! When will you give me the arrows for extra fighting power?

A. *Let me tell you. How many of the enemy have you killed? How many chambers have you entered? Have you got a lot of items? And how little damage has the enemy inflicted on you? These all decide the answer to your question.*

Q. Why can't I use my weapons?

A. *Sometimes you can't use them because you haven't got enough strength.*

Q. How can I get to Medusa's chamber?

A. *Well, Pit, you must fight fiercely and win many battles.*

Q. My weapons were stolen by Pluton and Pluton fly. What can I do to get them back?

A. *Hmmm. You might try bargaining with the black marketeers.*

Q. Can I look forward to anything special once I've rescued Palutena?

A. *First you have to rescue her, but once you have, many different endings await you depending on how skillful you have been.*

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.